

ABSTRACT

A method for transmitting data, particularly programs or software, between a data processing unit on the provider side, particularly a server, and at least one data processing unit on the user side, particularly a programmable control unit in a motor vehicle. The provider-side data processing unit and the user-side data processing unit being, in each case, operatively connected to a transmitting/receiving device for the wireless transmission and/or reception of data. After transmission from one of the transmitting/receiving devices to the respective other transmitting/receiving device, the data is initially sent to a buffer storage, and is input or loaded into the specific data processing unit only during the existence of a predefined operating state on the user side or on the provider side.